

Digital Storytelling

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Why use Digital Storytelling?


The Common Core Standards have made it clear that students use technology to produce and publish writing and to collaborate with other. These standards can be accomplished by finding ways to turn students' print writing into digitally published pieces, which can move beyond the printed word.




Common Core Standards for Grades K-2



Kindergarten & Grade 1

- With guidance and support from adults, explore a variety of digital tools to produce and publish writing, including in collaboration with peers.
 - Confirm understanding of a text read aloud or information presented orally or through other media by asking and answering questions about key details and requesting clarification if something is not understood.
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Grade 2

- Use information gained from illustrations and words in a print or digital text to demonstrate understanding of its characteristics, setting, or plot.
 - Know and use various text features (e.g., captions, bold print, subheadings, glossaries, indexes, electronic menus, icons) to locate key facts or information in a text efficiently.
 - With guidance and support from adults, use a variety of digital tools to produce and publish writing, including in collaboration with peers.
 - Recount or describe key ideas or details from a text read aloud or information presented orally or through other media.
 - Use glossaries and beginning dictionaries, both print and digital, to determine or clarify the meaning of words and phrases.
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Common Core Standards for Grades 3-4



Grade 3

- Use text features and search tools (e.g. key words, sidebars, hyperlinks) to locate information relevant to a given topic efficiently.
- With guidance and support from adults, use technology to produce and publish writing (using keyboarding skills) as well as to interact and collaborate with others.
- Recall information from experiences or gather information from print and digital sources; take brief notes on sources and sort evidence into provided categories.
- Determine the main ideas and supporting details of a text read aloud or information presented in diverse media and formats, including visually, quantitatively, and orally.



Grade 4

- Interpret information presented visually, orally, or quantitatively (e.g. in charts, graphs, diagrams, time lines, animations, or interactive elements on Web pages) explain how the information contributes to an understanding of the text in which it appears.
- Write informative/ explanatory texts to examine a topic and convey ideas and information in paragraphs and sections: include formation (e.g. headings) illustrations, and multimedia when useful in aiding comprehension with some guidance and support from adults, use technology, including the Internet, to produce and publish writing as well as to interact and collaborate with others; demonstrate sufficient command of keyboarding skills to type a minimum of one page in a single setting.
- Recall relevant information from experiences or gather relevant information from print an digital sources ; take notes and categorize information and provide a list of sources.
- Consult reference materials (e.g. dictionaries, glossaries, thesauruses) both print and digital, to find the pronunciation and determine or clarify the precise meaning of key words and phrases.



Common Core Standards for Grade 5

Grade 5

- Analyze how visual and multimedia elements contribute to the meaning, tone, or beauty of a text (e.g. graphic novel, multimedia presentation of fiction, folktale, myth, poem).
- Interpret information presented visually, orally or quantitatively (e.g. in charts, graphs, diagrams, time lines, animations, or interactive elements on Web pages) explain how the information contributes to an understanding of the text in which it appears.
- Write informative/ explanatory texts to examine a topic and convey ideas and information clearly. Introduce a topic clearly, provide a general observation and focus, and group related information logically; include formatting (e.g. headings), illustrations, and multimedia when useful in aiding comprehension.
- With some guidance and support from adults, use technology including the Internet to produce and publish writing as well as to interact and collaborate with others; demonstrate sufficient command of keyboarding skills to type a minimum of two pages in a single setting.
- Recall relevant information from experiences or gather relevant information from print and digital sources; summarize or paraphrase information in notes and finished work, and provide a list of sources.
- Include multimedia components (e.g., graphics, sound) and visual display in presentations when appropriate to enhance the development of main ideas or themes.
- Consult reference materials (e.g. dictionaries, glossaries, thesauruses), both print and digital, to find the pronunciation and determine or clarify the precise meaning of key words and phrases.

The 7 Elements of Digital Storytelling will be explored

(as defined by The Center for Digital Storytelling in Berkeley, California):

1. Point of View: What is the main point of the story and what is the perspective of the author?
2. A Dramatic Question: A key question that keeps the viewer's attention and will be answered by the end of the story.
3. Emotional Content: Serious issues that come alive in a personal and powerful way and connects the audience to the story.
4. The Gift of Your Voice: A way to personalize the story to help the audience understand the context.
5. The Power of the Soundtrack: Music or other sounds that support and embellish the story.
6. Economy: Using just enough content to tell the story without overloading the viewer.
7. Pacing: The rhythm of the story and how slowly or quickly it progresses.



Combine narrative with digital content to create a short movie

Creating your Digital Story:

1. Select a topic
2. Conduct research
3. Create a storyboard
4. Gather material
5. Draft, edit and finalize
6. Publish and share



Topic Ideas:

- Movie Trailer (about a book)
- Breaking News (current events)
- Documentary
- Field Trip
- Interview



Media – Images

- WikimediaCommons.org
- Flickr
- Pics4learning
- Bigfoto
- Morguefile
- Compfight
- Google Images (you can use advanced search to find copyright free material)



Media – Sound

- American Rhetoric
- Free Kids Music
- Free Play Music
- Find sounds (sound effects)
- Musicshake
- Soundbible
- Jamendo



Media – Video

- [Creative Commons](#)
- [Archive.org](#)
- [FreeInfoSociety.com](#)



Digital Storytelling Tools:



- iMovie (Apple: Mac, iPad, iPhone)
- Windows Media Player (pc)
- PhotoStory 3 (Windows – free)
- Animoto
- StoryBird
- LittleBirdTales (younger students)
- Photosnack
- Powtoon (older students)

iPad Apps:

- ZooBurst
 - Puppet Pals
 - Sock Puppets
 - Tom and Ben Talking News
 - Videolicious
 - Story Lines
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Using Photostory 3

PREP: On your machine, or network drive, create a folder or directory, and name it appropriately. All images, music and Photostory 3 files will be stored in this folder. For this demo, we will take five minutes to locate the images you will use to create your digital story.



STEP 1:

1. Open Photostory 3.
2. Select “Begin a New Story”
3. Click Next.



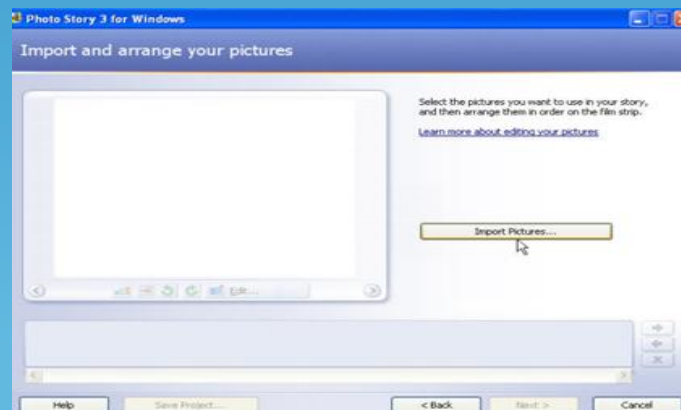
This step also allows you to edit a previously made story or play a story.

STEP 2: Import and arrange your pictures

Things you can do: import images, remove black borders, rotate imagery, simple photo editing.

1. Click Import Pictures. Locate the folder where your images are located. If you have not found images, visit <http://www.jakesonline.org/websearching2.htm> to access a list of search tools that can be used to locate digital imagery.

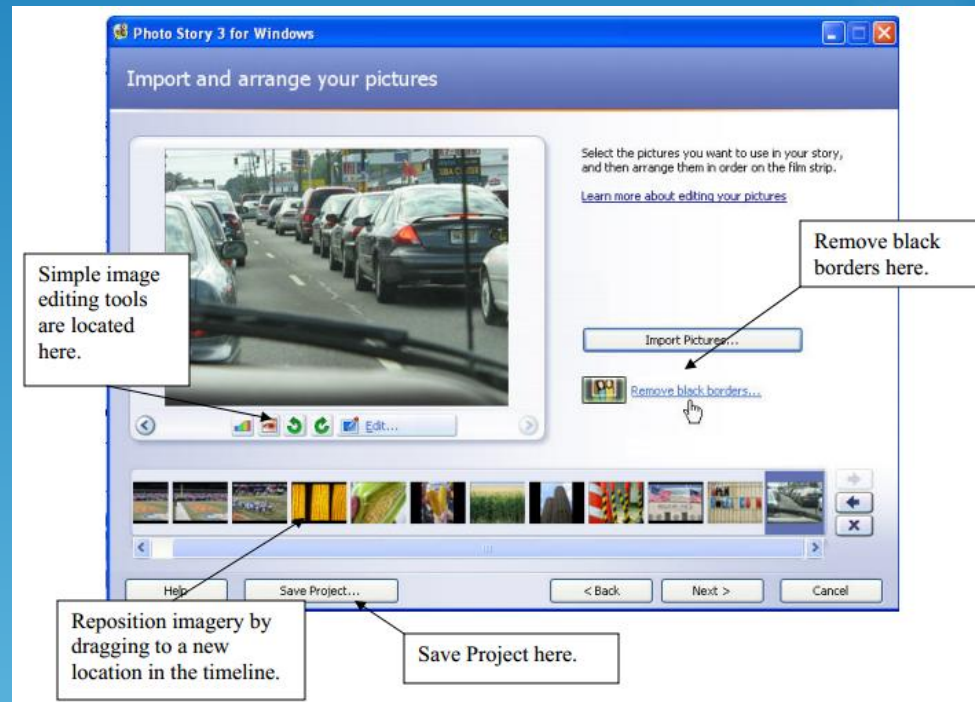
2. Click on your first image. Hold the shift key down. Click on the last image-this will select all images. To select images non-sequentially, hold the control key down and select. Click OK once selected. The images will now load into the timeline.



STEP 2: Import and arrange your pictures

3. To reorder your images, click and drag and reposition in the timeline.

NOTE: you can always add other imagery by repeating step 2 above.



Editing Effects: Rotate and Crop, Auto Fix and Add Effect



4. OPTIONAL: Once the order of the images have been determined (this may be predetermined in a storyboard), you may wish to remove the black borders of your images. Click Remove Black borders. Click Yes to All. Click OK.

Add Effect: None, Black and White, Chalk and Charcoal, Colored Pencil, Diffuse Glow, Negative, Outline-Black, Outline-Grey, Sepia, Washout, and Water Color.

5. **SAVE EARLY SAVE OFTEN!!!** At this point, save your file. Save it to the folder created in the Prep step above. Be sure that your images and Photostory file are in the same folder.

6. Click Next.

STEP 3: Add a title to your pictures

Things you can do: add titles and add effects to your imagery.

1. Click on the slide you wish to add text tool. Type your title into the window and use the various tools to change the font, font color and the positioning of the title on the slide.

2. Click Next.



Effects can also be accessed here. Click on the arrows to move through the slides to add text to any image. See effects descriptions on the previous page.

STEP 4: Recording Your Voice-over (Narrate your pictures) and Customizing Motion

Things you can do: add narration to each individual slide, customize motion by adding transitions, pans and zooms, set the amount of time for each image, and preview your movie.

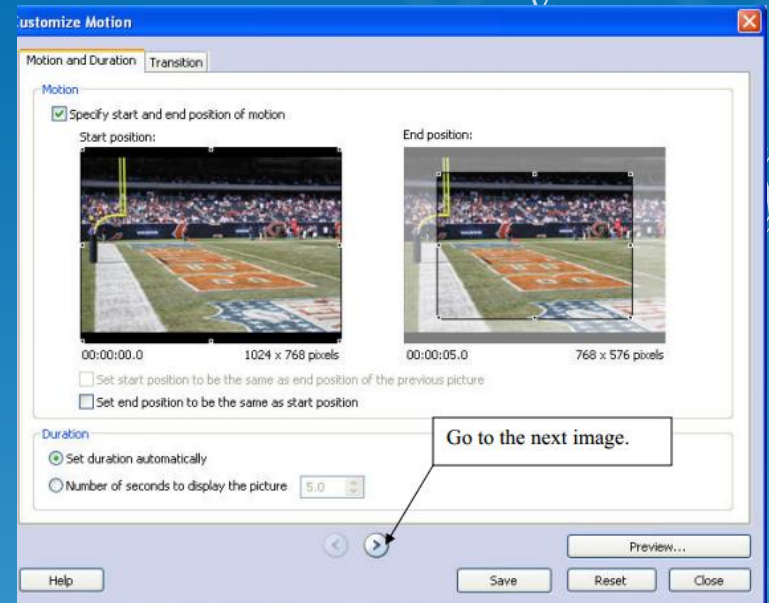
SET UP: To record sound, insert your microphone into the appropriate ports in your computer.

Configure the microphone and sound level by running the Sound Hardware Test Wizard.

1. Select the image you want to record sound on.
2. Click on the record sound button.
3. Record your narration. Click on the stop button.
4. Test your voice-over by selecting the Preview button
5. If acceptable, repeat steps 1-4. If the voice over needs to be redone, remove the voice over by clicking on the appropriate button and following steps 1-4.

Customizing Motion

1. Click on the image in the timeline you wish to work with.
2. Click on the Customize motion button directly below the picture



3. The program defaults to the motion and duration tab. This allows you to determine pans and zooms.
4. Click the Specify start and end position of motion. The images in the Start position and the End position will have handles appear. Use the handles to position the images for the desired effect. In the example above, when this image appears in the movie, it begins as a large image and zooms inward upon completion of the image in the movie.

Additional Options:

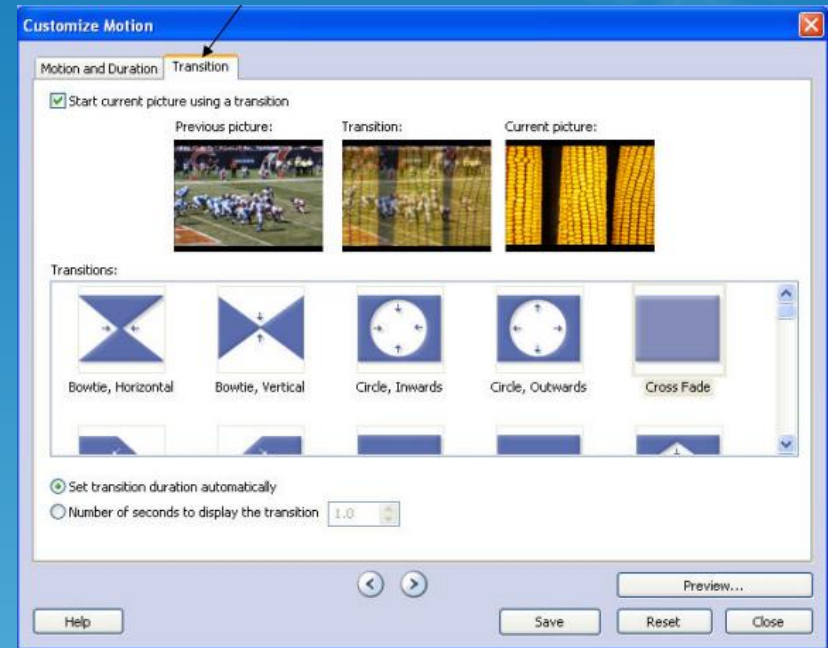
- Set start position to be the same as end position of the previous picture. This will allow for smooth transitions between the images.
- Set end position to be the same as the start position. Use this effect to have no change throughout the time the image is displayed in the digital story.
- Number of seconds to display the picture: overrides the automatic feature above, allows for more specific user control of image display.

5. Preview the effect

6. Save the effect.

NOTE: this is a save function just for this image effect-it does not save the project.

7. Use the arrows to move to the next image.



Transitions:

Just because you can does not mean you should. Be careful with transitions.

Click the Transition tab across the top.

2. The program displays the previous picture and the current picture with the effect between it.

3. Use the scroll on the right side of the window to select the transition and preview. Use the arrows below the time display to migrate from picture to picture.

4. Click Save (again, saves the transition effect to the slide and not the file itself) and then close if you are done.

5. Repeat as necessary.

STEP 5: Add background music

1. Click either the Select Music button or the Create Music button. The Select Button enables the user to select mp3 files created or downloaded from a source outside of Photostory. The Create Music button enables the user to take advantage of the onboard music of Photostory 3.

2. For our purposes, we will use the Create Music button to add music.




3. Play to preview the music. If you like it, click OK.

4. The music will now load into the track.

5. Be sure to reduce the volume of the music track. See next image on next page.

6. Go next.

To add more than one music track, select another image in the timeline and repeat the above process. The second track will appear in green. NOTE: Photostory 3 will drop the level of the first music track to transition to the second music track.



STEP 6: Save your story

The slide features a blue background with several white snowflake graphics of varying sizes scattered across the right side.

Completing your movie: This process is known as rendering and converts your raw Photostory 3 file into a Windows Media Player file. Typically, most computers have Windows Media Player installed, so that the completed digital story can be played on virtually any machine.

Please note: the Photostory 3 file is not altered, so if you do not like the finished product, go back to your Photostory 3 file, change what you need to and re-render.

1. Select the location of the completed movie.
2. Click next. Photostory builds your movie.
3. Click view your story.

*Congratulations!!!
You now have a
completed digital story.*



Digital Storytelling

Digital tools allow us to take the age-old practice of storytelling and engage our students with text, narration, images and music. Through the use of Photo Story 3, we explored ways in which teachers can effectively build storytelling into their instruction, as well as how both software and online resources make this a creative learning experience. Teachers learned how to implement digital storytelling into their classrooms and practiced creating a digital story.

